

Club

Melee	5 ft.
1d4 bludgeon	2 lbs.
1 sp	Simple

Light: can be dual-wielded.

Dagger(s)

Either	5 or 20/60 ft.
1d4 pierce	1 lb.
2 gp	Simple

Finesse: use either Str or Dex mod for Attack and Damage.

Light: can be dual-wielded.

QUANTITY:

Thrown

Greatclub

Melee	5 ft.
1d8 bludgeon	10 lbs.
2 sp	Simple

Two-handed: requires two hands to make an Attack.

Handaxe(s)

Either	5 or 20/60 ft.
1d6 slash	2 lbs.
5 gp	Simple

Light: can be dual-wielded.

QUANTITY:

Thrown

Javelin(s)

Either	5 or 30/120 ft.
1d6 pierce	2 lbs.
5 sp	Simple

QUANTITY:

Thrown

Light Hammer(s)

Either	5 or 20/60 ft.
1d4 bludgeon	2 lbs.
2 gp	Simple

Light: can be dual-wielded.

QUANTITY:

Thrown

Mace

Melee	5 ft.
1d6 bludgeon	4 lbs.
5 gp	Simple

Quarterstaff

Melee	5 ft.
1d6 bludgeon	4 lbs.
2 sp	Simple

Versatile: can be wielded with two hands to increase damage to 1d8.

Sickle

Melee	5 ft.
1d4 slash	2 lbs.
1 gp	Simple

Light: can be dual-wielded.

Spear(s)

Either	5 or 20/60 ft.
1d6 pierce	3 lbs.
1 gp	Simple

Versatile: can be wielded with two hands to increase damage to 1d8.

QUANTITY:

Thrown

Light Crossbow

Ranged	80/320 ft.
1d8 pierce	5 lbs.
25 gp	Simple

Loading: can only be fired once per round, regardless of number of Attacks.

Two-handed: requires two hands to make an Attack.

Ammunition: bolts

Dart(s)

Ranged	20/60
1d4 pierce	0.25 lbs.
5 cp	Simple

Finesse: use either Str or Dex mod for Attack and Damage.

QUANTITY:

Thrown

Shortbow

Ranged	80/320 ft.
1d6 pierce	2 lbs.
25 gp	Simple

Two-handed: requires two hands to make an Attack.

Ammunition: arrows

Sling

Ranged	30/120
1d4 bludgeon	negligible
1 sp	Simple

Ammunition: bullets

Battleaxe

Melee	5 ft.
1d8 slash	4 lbs.
10 gp	Martial

Versatile: can be wielded with two hands to increase damage to 1d10.

Flail

Melee	5 ft.
1d8 bludgeon	2 lbs.
10 gp	Martial

Glaive

Melee	10 ft.
1d10 slash	6 lbs.
20 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Reach

Greataxe

Melee	5 ft.
1d12 slash	7 lbs.
30 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Greatsword

Melee	5 ft.
2d6 slash	6 lbs.
50 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Halberd

Melee	10 ft.
1d10 slash	6 lbs.
20 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Reach

Lance

Melee	10 ft.
1d12 pierce	6 lbs.
10 gp	Martial

Special: when you use a lance to Attack a target within 5 feet, you have disadvantage. Also, a lance requires two hands to wield when you aren't riding a mount.

Reach

Longsword

Melee	5 ft.
1d8 slash	3 lbs.
15 gp	Martial

Versatile: can be wielded with two hands to increase damage to 1d10.

Maul

Melee	5 ft.
2d6 bludgeon	10 lbs.
10 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Morningstar

Melee	5 ft.
1d8 pierce	4 lbs.
15 gp	Martial

Pike

Melee	10 ft.
1d10 pierce	18 lbs.
5 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Reach

Rapier

Melee	5 ft.
1d8 pierce	2 lbs.
25 gp	Martial

Finesse: use either Str or Dex mod for Attack and Damage.

Scimitar

Melee	5 ft.
1d6 slash	3 lbs.
25 gp	Martial

Finesse: use either Str or Dex mod for Attack and Damage.

Light: can be dual-wielded.

Shortsword

Melee	5 ft.
1d6 pierce	2 lbs.
10 gp	Martial

Finesse: use either Str or Dex mod for Attack and Damage.

Light: can be dual-wielded.

Trident

Melee	10 ft.
1d6 pierce	5 lbs.
15 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Versatile: can be wielded with two hands to increase damage to 1d8.

Reach

War Pick

Melee	5 ft.
1d8 pierce	2 lbs.
5 gp	Martial

Warhammer

Melee	5 ft.
1d8 bludgeon	2 lbs.
15 gp	Martial

Versatile: can be wielded with two hands to increase damage to 1d10.

Whip

Melee	10 ft.
1d4 slash	3 lbs.
2 gp	Martial

Finesse: use either Str or Dex mod for Attack and Damage.

Reach

Blowgun

Ranged	25/100 ft.
1 pierce	1 lb.
10 gp	Martial

Loading: can only be fired once per round, regardless of number of Attacks.

Ammunition: needles

Hand Crossbow

Ranged	30/120 ft.
1d6 pierce	3 lbs.
75 gp	Martial

Light: can be dual-wielded.

Loading: can only be fired once per round, regardless of number of Attacks.

Ammunition: bolts

Heavy Crossbow

Ranged	100/400 ft.
1d10 pierce	18 lbs.
50 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Loading: can only be fired once per round, regardless of number of Attacks.

Two-handed: requires two hands to make an Attack.

Ammunition: bolts

Longbow

Ranged	150/600 ft.
1d8 pierce	2 lbs.
50 gp	Martial

Heavy: Small creatures have disadvantage on Attack.

Two-handed: requires two hands to make an Attack.

Ammunition: arrows

Net(s)

Ranged	5/15 ft.
—	3 lbs.
1 gp	Martial

Large or smaller creatures with distinct form are Restrained on hit. They may make DC 10 Str check to remove a net. 5 slashing damage to the net (AC 10) destroys it. Reminder: range attacks within 5 ft. have disadvantage.
QUANTITY:

Thrown